



Enslaved Guide

by [Thomas Hindmarch](#)

Enslaved: Odyssey to the West is eye candy. There's a decent platformer and a surprisingly challenging brawler hidden inside the game, but you spend most of your play time marveling at some of the environments that Ninja Theory's put together. It's not a long game, but it pulls you along right until the end.

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Enslaved Combat Tips

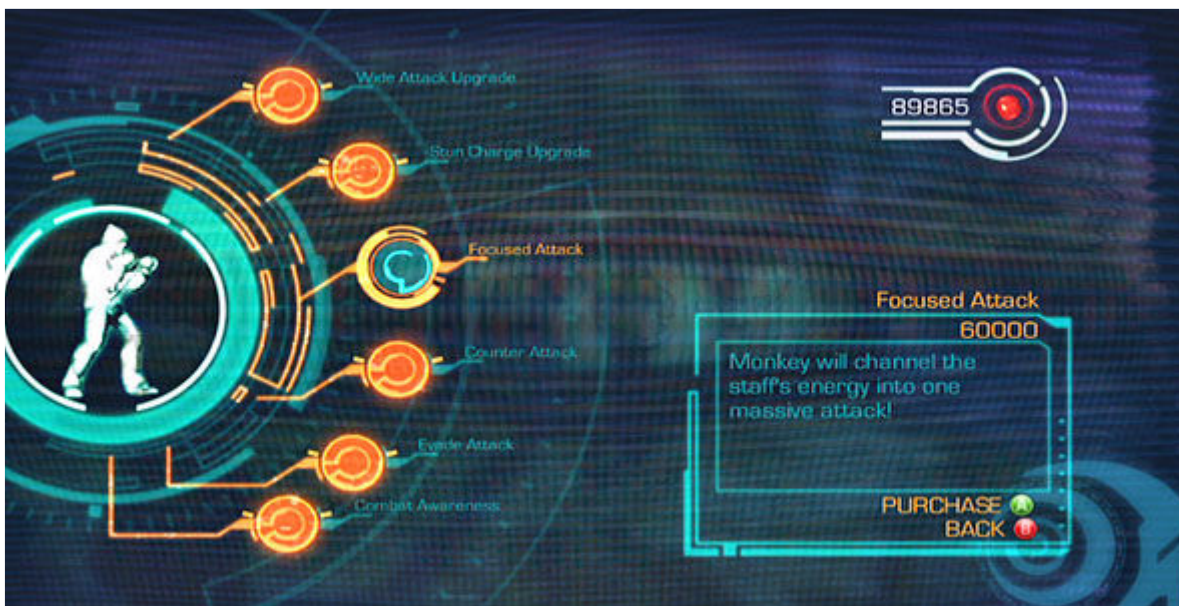
The Rules of Combat

Enslaved does a pretty decent job of teaching you the game as you go, so writing a basic gameplay guide at the front of the walkthrough is reasonably pointless. There are some guidelines that you should try to follow, though, and I'll list them briefly here.

Buy Focused Attack Early On

1

On my first playthrough, I ignored the Focused Attack upgrade, because it didn't sound particularly enthralling. After purchasing it on my second time through, mostly because I was out of other things to buy, I discovered that it may be the single best upgrade in the game.



After you buy the upgrade, Monkey charges up a bit of energy with every successful normal hit. When Focused Attack is charged, Monkey's staff glows, and the charge persists until you use it, die, or end the current chapter. The attack itself is a short series of spinning staff strikes with a brief invulnerability window, ending in a powerful overhead chop that does more damage than just about any other move you have.

You can charge Focused Attack in a few seconds while fighting the first few mechs you fight in a given level. That means you can begin the next fight with an instant kill against the first mech to get anywhere near you, and use the others in the wave to charge a second Focused Attack. Having the ability to instantly murder any single enemy in a given pack makes combat in general much easier.

After you purchase that, it's a good idea to throw all your Tech Orbs into buying shield and health upgrades, just to make life easier during certain sequences in the late game.

Always Be Moving

2

Enslaved initially rewards a combat approach where you run into a mech and start pounding the light attack like it owes you money. Around Chapter 9 or so, this starts to be a very bad idea, as the mechs begin to employ flanking maneuvers and suppressive fire. Monkey's greatest asset in a fight is his agility, and your best bet is to use it.



On Normal difficulty or higher, you must learn to block, counterattack, and dodge effectively, or you're making the game harder for yourself than it has to be. Practice using the charge stun, as most of the mechs towards the tail end of the game are using shields, and get a feel for the best times to sneak it into your rotation. When in doubt, dodge away from the mechs and run, so they have to chase you instead of surrounding you. If they charge you from a reasonable distance, bounce a stun blast off the lead mech's face before they get close.


Conserve Plasma Ammunition

3

With judicious use of stun and plasma rounds, you can tear through a pack of mechs in no time at all. Monkey doesn't pivot or aim fast enough to make plasma blasts viable at point-blank range, and the stun blasts have some really weird collision detection that makes it far easier to miss than it ought to be, but just the same, you can dispose of a given group of enemies in seconds if you're willing to expend the ammunition on it.

The problem is that Enslaved doesn't give you plasma ammo just for the hell of it. It's really generous with stun ammo, but plasma ammo only tends to show up if you're about to need it for something. It typically respawns if you run out of it at a crucial juncture—i.e. the final boss—but in general, the presence of a plasma canister is a sort of warning sign that Something Will Need To Be Shot. As a result, try to avoid using plasma blasts on ordinary enemies; if you've got plasma in the first place, it's probably because you're going to need it later.

Enslaved Walkthrough

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If you're playing this with the intention of getting all of the achievements or the Platinum trophy, it's advisable to play through it on Easy until you've got all the Tech Orbs, upgrades, and Masks. Once you've got a full set of both, set it to Hard and get ready for a bit more of a challenge.

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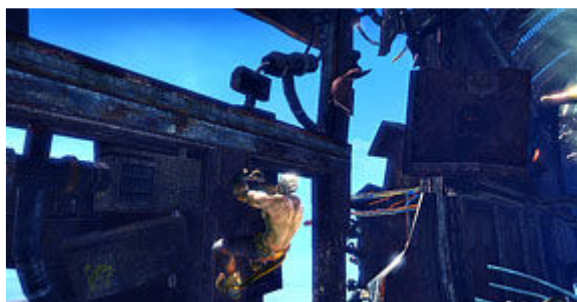
Chapter 1: The Escape Walkthrough

This stage is an extended tutorial. It's difficult at best to die, although it is possible, and there are no collectible items.

Run towards the men in the background, jumping gaps and vaulting crates as suggested, until the floor falls from under you. Use the nearby stack of crates to get back up to the top level and continue chasing Trip, despite the ship exploding around you.

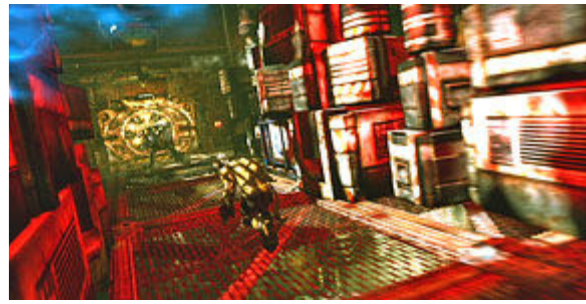


You'll eventually reach a gap that's too wide to jump. Drop down to the floor below you, then climb back up after the cutscene. This introduces a feature that's going to be a major facet of the rest of the game: handholds. They're often a bit harder to see than they perhaps should be, but anything Monkey can grab will glow slightly if you look around a bit. Use the handholds on the left-hand wall to get up to the catwalk above you, then use the pipes to cross the gap to the door.



You begin the next room behind cover, thankfully. Climb the pipe to the right up to the walkway above the combat mech, then jump to the ledge. After your discussion with the prison guard, slide down the pipe to the left and go to the chest in the background to get your weapons back.

Monkey is now equipped with a short-lived shield that allows him to withstand small-arms fire, as well as an extendible staff. Backtrack and take out the combat mech, then go through the door behind it.



The next two rooms pit you against several mechs in a short combat tutorial. After that, you're back outside. Use the handholds to climb to the right, across the outside of the ship. After a fight with a few more mechs on the surface of the wing - it's that sort of game, really - climb up the side of the ship using some handholds near the door the mechs came from, then drop down.

Wait for the damaged engine to stop venting fire before you jump to the next pipe, then cross over to the other wing of the ship. Leap across the gap, then run down the wing to the plate on the side of the ship and use it.



After that, you have a short period of time to rapidly climb up the wing. You have just about enough time to get to safety if you don't hesitate; just push up and press A/X as fast as you can and you'll survive. Once you're back on slightly more stable ground, climb the nearby pipe back up to the surface of the wing, then move as fast as you can to reach the last escape pod.

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Chapter 2: The Old City Walkthrough

Collect the health pack to return Monkey to full mobility, then wait for Trip to activate the drawbridge. Use the pipes on the wall nearby to get across the gap and lower the other half of the bridge. Dispatch a pair of mechs before you move on, but be careful; you're still at half health, and Monkey's shields do not protect him against melee damage.

Pick up the dumpster to clear the way for Trip and move forward. Cross the bridge, then use the fallen highway barriers for cover against the chaingun-wielding robot. Dismantle it, and the four melee mechs that show up after it goes down, to unlock the command menu for Trip. Be sure to check inside all of the shipping containers and underneath the bridge for extra orbs.



Call Trip over to you and she'll label your next destination. Pick up the dumpster to clear the way, then take out the stunned mechs before they recover.



Wait for Trip to hack the door panel, then walk through. In the next area, run as fast as you can across the open area, then hide behind one of the short walls and press RB/R1 to shout. This forces the mechs to fire at your location for a few seconds, which is enough time to convince Trip to come over to where you're standing without getting her ventilated.

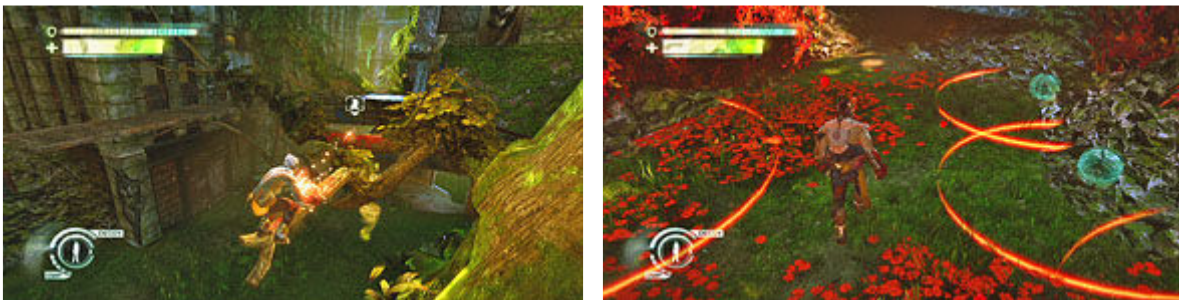
Climb the stairs to the next floor, and Trip will reveal her new Decoy ability. Use it to get Monkey to the other side of the gap, then shout to get the mechs' attention so Trip can cross. When she's nearby, use Decoy again and leap onto the highway sign; you should have just enough time to reach the far wall before Decoy runs out. Get to the ground and behind cover, then wait for Decoy to recharge and use it so you can approach the turrets without getting shot. Destroy them both so Trip has space to hack open the door.



Backtrack across the highway sign to get back to Trip, but be sure to explore a little bit before you go through the door. There's a cache of Tech Orbs and a health pack on the first floor of the building.

Follow Trip into the next area, and when she asks for a boost, throw her up to the fire escape. After that, it's a chase sequence; leap from ledge to handhold to post as you go after the dragonfly. Don't forget to explore a bit along the way for hidden stashes of Orbs, but at the end of the line, you'll automatically corner and catch the dragonfly.

Trip promptly modifies it to serve as, among other things, a mine detector. The minefields in Enslaved are going to be an occasional hazard for the rest of the game, and if Trip or Monkey drops into a mine's field of effect, it's an instant game over. Pick her up and carefully navigate through the minefield, searching in the corners for orbs as you go.



When you get through that minefield, though, you're just stepping into another one. Pick Trip up; you can jump with her, but can't move along narrow beams. Go down into the minefield via the wrecked bus, and follow the path around to the two old cars. Use them to reach the ledge Trip points out to you, then toss her up there.

Use the nearby ramp to get over one of the mines, then drop down and carefully destroy the mech that's waiting for you. (With good positioning, you can knock the mech into a mine for the Mined the Gap achievement/trophy.) Afterward, climb up onto the collapsed chunk of the road and use it to get back to Trip. Toss her across the gap, then quickly leap across after her and help her up before she falls into a minefield.

With Trip in tow, go back the way you came and leap across the gap between the two chunks of the overpass. When the turret activates, use Decoy to distract it while you dart out from cover and use the street sign to cross the field again; by the time you're most of the way across, you have enough natural cover that the turret shouldn't be able to hit you.

Climb the wall into the ruins of the building, walk slightly forward, and drop down to the floor. Cross the room via the shadows to the ramp, then use the handhold at the top of the ramp to get to the other side without

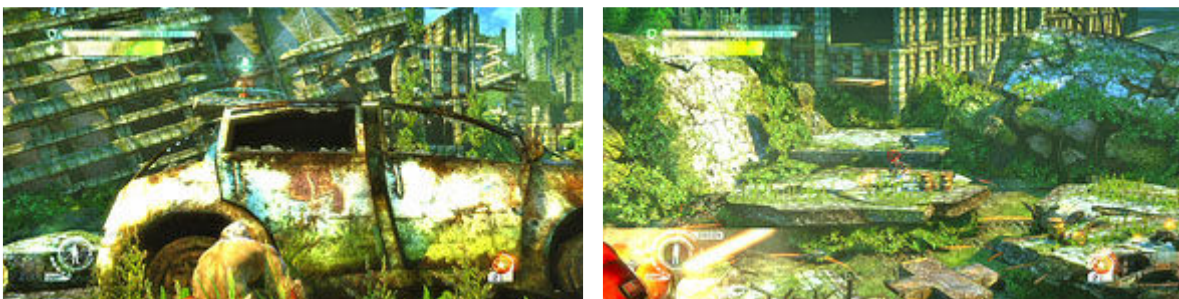
alerting any of the sentries. Getting all the way through this room without having to destroy any of the "sleeping" mechs should get you the Lover, Not A Fighter achievement.



Drop down to ground level. Using the support columns for cover, cross the yard to the shipping container and use it to reach the platform overhead. There's a pipe to the right of the doorway, which is barely visible, that you can use to climb to the fire escape Trip noted beforehand. Pick up the plasma ammo there and fire three shots to knock down the billboard, crushing the turret. Try to avoid using up any leftover ammunition, as it comes in handy later.



Lift up the next blockade. After a short dialogue sequence, you'll need to use Decoy again to reach a distant turret. Once you're next to it, one melee attack allows you to take it over and use it to blow up the old oil tanker that's blocking your path. Use the turret to fend off the waves of mechs that appear thereafter, then use the flagpoles next to the turret's perch to get back down to Trip's level. She'll tell you that she can now spend the Tech Orbs you've been gathering to upgrade your stats. Open the Trip Shop, then pick Trip up and toss her into the building across the gap.



Drop down through the hole in the floor and descend through the building to ground level for a cutscene, followed immediately by a boss fight.

The demolition mech can't be destroyed by the usual method at the moment, but you can trick it into destroying itself. Wait for it to wind up, then dodge to the side as it flings its wrecking balls at you. Bouncing a plasma blast off its head or getting enough melee hits on it enrages it. You can now taunt it with the RB/R1 button and get it to charge. If you can trick it into charging the statue in the center of the plaza three times, the fight's over.



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Chapter 3: The Metal Tower Walkthrough

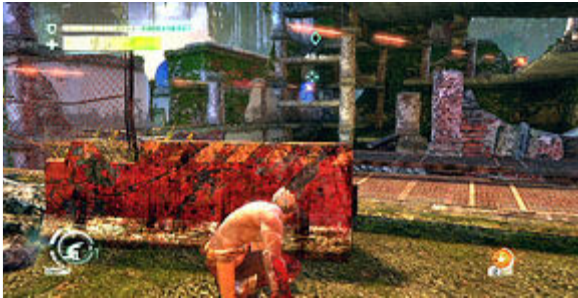
There are a lot of Tech Orbs vaguely hidden inside the old storefronts along the street, so explore thoroughly before you move forward.

The mechs at street level are easy to evade if you stay on the platforms overhead. Toss Trip across the first wide gap, then quickly leap after her and help her up while collecting plasma ammunition. Push the crashed car aside to get into the next building, then throw Trip up one floor and use the nearby pipe to climb up yourself.



Jump across the street into the next building to find your first Mask. Afterward, climb further up the building and continue exploring until you find a pair of mechs, one of which is shielded. Use Trip's Decoy as cover to reach the beam and cross the building to the other side, where you can exit via a fire escape and climb up behind the unshielded mech. Take it out, then use the exposed support structure to cross the building and come up behind the shielded mech. Pop Decoy one more time to get it to turn around, then run up behind it and drop its

shield with a charged hit from your staff. That lets you finish it off with a quick Takedown.



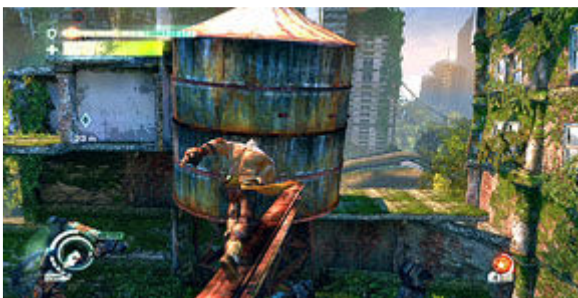
Ditch your new gun and climb back up the way you came, so you can lower a ladder for Trip. Climb the building and wait for her to hack open the security door.

In the next area, drop down behind the concrete dividers and wait for the shielded mech to get close. Once it's within range, use a charged hit to knock out its shield, then take it down and blow away the other mechs in the area with its gun arm.

Drop the gun, then head over to the opening in the wall that Trip's indicated. Duck inside it yourself, then press RB/R1 to distract the turret so Trip can join you. Throw her up to the next level so she can lower the ladder, then use the protruding beam to cross to the opposite wall. You'll be in the turret's sights right as you pull yourself up onto the next platform, but put up with the gunfire long enough to jump back across the gap to the second Mask.



Once you've gotten that, go kick down the bridge for Trip and head to the end of the corridor. Use Decoy to cover you as you run towards the broken beam, which lets you jump to the side of the old water tower. Climb up its side to flank the turret, then take it down and use it to cover Trip as she opens the security door. You'll need to watch out for melee mechs who rush Trip, as well as distant gunners who'll appear directly ahead of you and to the left.



After Trip opens the door, drop down and go through it to find a Mask at the bottom of the stairwell. You're almost done, though; your next goal is to dispatch a number of mechs in the courtyard below before destroying another demolition robot. This is made considerably easier by a few canisters of stun ammo lying around below you. If you drop down to the right as you initially enter the room and hop down two levels, you can grab one canister, then go back up a floor using the nearby crate and cross the room to find a second one.

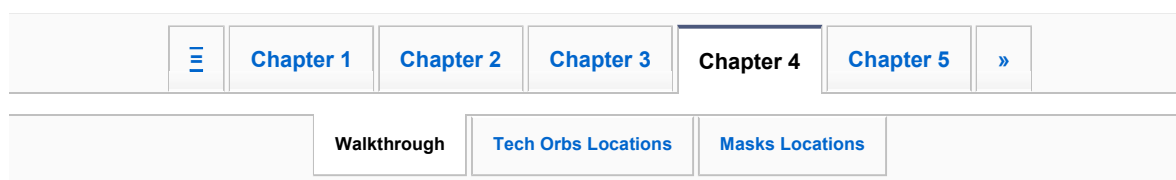
Destroy the mechs on the floor. It's tempting to just blow them all up with plasma, but you're going to want to

save that ammunition for the next chapter unless you're going for an Invincible run. You're better off mixing it up in melee.

When the demobot shows up, you'll need to change up your approach slightly. You have more plasma ammo this time, so destroying it's relatively simple. Bounce a plasma blast off its head, then taunt it into charging one of the walls. After it hits, run up behind it and perform a takedown to finish it off.



Grab any leftover ammunition from the courtyard, and spend your Tech Orbs on shield and health upgrades. To end this chapter, throw Trip onto the shipping container.



Chapter 4: Wherefore Art Thou? Walkthrough

The more ammunition you have left over, the easier this chapter's going to be.

Begin by jumping up to the handhold in the alley nearby, then scale the building to the first landing. Go left to find a Mask hidden on the far side of the building; go right and through the hole in the wall to surprise a mech. Destroy it, then go left to find your first Electro Mech. It's difficult to avoid its plasma bolts while you're climbing around, and it's immune to your stuns; the only thing to do is close the distance as quickly as possible.

Go back outside and use the old hotel sign to get up to the top level, where a bunch of shielded mechs have turned the hotel's ruins into a killing floor. If you've got enough stun and plasma ammo left to take them out, this part is a piece of cake; just stun a mech to drop its shield, then switch ammo types and blow it up from a safe distance.



If you don't have the ammo to pull this off, this is vaguely like storming Omaha Beach. You'll be dashing from wall to wall without much room for error, and if you're caught in the open, you're dead. There are a lot of Tech Orbs in this area, which further complicates the issue; trying to explore the room and scoop them all up usually means you get shot a few thousand times. This is why I emphasized ammo conservation a few paragraphs ago.

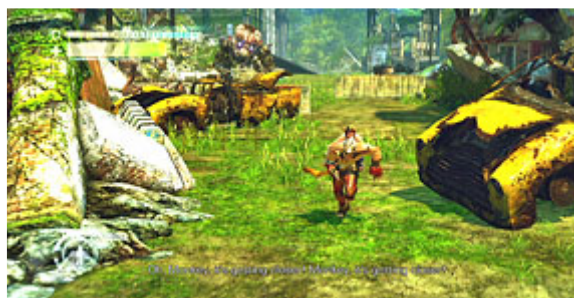
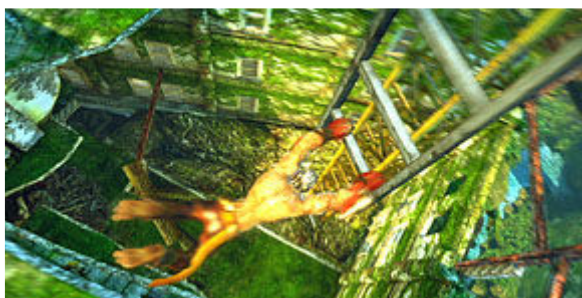
Either way, use the pipe on the wall to climb up to the robots' level. They're sitting on a treasure trove of ammunition and health, so loot as much of it as possible before you move on.


Once you're on the roof, take out the mech and his Broadcaster buddy, then jump to the crane. The ensuing sequence stops being a cutscene very quickly, so be ready for some fast jumping. Once you get back up to relatively solid ground, run across the crane to its control booth and use it to drop its payload.



After the ensuing cutscene, use the ladder to get down quickly. Scoop up the Tech Orbs that are hidden in every crevice of the building - shut up, Trip, I'm grabbing loot here, I'll be there in a second - on your way to save Trip. This includes the Orbs that are sitting right outside, which are easy to miss because you have to grab them right before going into a cutscene.

With Trip on your back, run like hell into the foreground. Jump over any obstacles in your way and stay right to grab a few Tech Orbs that pop up along the way. When the Dog throws a car at you, veer left to dodge it and keep moving. This sequence is short, but can be easy to screw up.



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Once you're inside the theater, toss Trip up onto the balcony, then use the pipe near the missing chunk of the stairwell to keep climbing. Cross the lobby using the chandelier, grabbing the Tech Orb cache nearby, and climb up the walls to catch up with Trip. Don't let the Dog psyche you out; it's stuck at ground level for the moment. Drop down through the hole in the floor, then lift the block to get into the next area.

In the amphitheater, drop down to the floor and use the orchestra pit to reach the mech with the exclamation point above its head. Dropping it with a Takedown will cause an EMP that stuns the other mechs in the area, making them easy prey. Double back to the main stage and grab the Tech Orbs that are hidden behind the backdrops.



Pick up Trip and carry her with you as you jump up to the cheap seats. Throw her up to the control room so she can salvage the power cell, then go grab the Mask from center stage. Jump to the scaffolding, giving the Dog a wide berth, and get back to the cheap seats so Trip can do a scan.



Jump to the nearest indicated switch and pull it to bring one of the scaffolds up, then use that scaffold to reach the ramp that leads to the second switch. This lowers the blue scaffold, and you can drop down from your current perch via the nearby broken beam to get to the red scaffold. Leap from red to blue to the broken catwalk to find the third switch, which raises the red scaffold.



From here, you can get back to the switch that lowers the green scaffold. Leave it alone; instead, use it to get back across the room and pull the blue scaffold's switch, raising and lining up all three scaffolds. Double back to the balcony and jump across the rafters to the scaffold, which traps the Dog and ends the chapter.

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Chapter 5: The Crash Site Walkthrough

At the beginning of the stage, you get to fly around on Monkey's Cloud for the first time. You'll be asked to use it occasionally for the rest of the game, and this area is wide open with a minimal number of hazards.



Now is a good time to get used to its controls, as it's kind of like surfing on a stick of butter; you can very easily get it up to high speeds at the cost of any real ability to steer. Keep in mind that if you're on dry land, you can dismiss the Cloud by pressing in on the right thumbstick, which has the side effect of either instantly or nearly instantly stopping your forward momentum. It's about the only kind of brake the thing has.

You'll need to surf around on the Cloud to get enough speed and air time to circumvent a couple of obstacles, then drop some debris in place so Trip can catch up to you. After you knock down the old truck's trailer for Trip, first revel in the alliteration, then make a last sweep around the harbor for Tech Orbs. There are a ton of them scattered around the various islands, as well as some plasma ammo and a Mask on an island near the tower's base, and there's no turning back after this point.

Once you've looted everything you can find, follow Trip and lift the blockade for her. The next sequence involves a long climb, which is initially just a question of moving from handhold to handhold. Once the tower starts collapsing, things get a little more intense.



When you see the big wooden NO MECHS sign on the wall, explore nearby to find a Mask on a hidden platform. Afterward, leap to the girder near the folding chair, and swing across several poles to catch back up with Trip. Toss her across the gap, then jump across and help her back up before she falls. Pick her up and carry her with you across the next few obstacles, then toss her across the gap, jump after her, and pick her back up before you start moving again. Once you reach the shipping containers, things get a bit more stable, but the timing's tight.

After your next scan, the robot directly ahead of you can be turned into a bomb via a Takedown. Use it to quickly dispose of the other two mechs in the same area. You can also destroy the mechs to your left for a few Tech Orbs, but they're otherwise ignorable.

Climb up onto the platform overhead to find a Vial, then drop down to the other side and toss Trip across the gap. Use your stuns to disable the two gun mechs up ahead before they can destroy your cover, then finish them off with two well-aimed plasma shots. With them out of the way, you can safely advance past the old cable car. Be sure to take a quick side trip to the area where the gun mechs were holed up to find some plasma ammo, then follow Trip.



Pick your way across the bridge's undercarriage. The next section is split in half, with a distant turret as an additional complication. Use some of the plasma ammo you just picked up to take out the mechs on the ground, then let Trip Decoy the turret so you can disable it. Before you lift the block to reach the next area, be sure to explore Trip's side of the bridge for some more Tech Orbs.



Next up: after the scan, use Decoy to "leapfrog" from barrier to barrier, getting both Trip and Monkey to the comparative shelter of the wrecked car. Rip off the hatch, and then keep the car between you and the turrets as it rolls down the road. This is a tricky part of the game, and buying some shield upgrades beforehand will make it considerably easier. Once the road starts falling apart, use the pipe to get onto the car's side.



At the crash site, you'll have a final showdown with the Dog. Summon the Cloud to give yourself some speed, then ransack the surrounding area for stun ammo, Orbs, and any health you might need. Buying Focused Attack before the fight also makes this extremely simple.

The Dog's a little bit of a paper tiger, now that you're actually allowed to fight it. Hit it with a stun blast, then lay into it with melee attacks; Focus Attack does a lot of damage once it's charged. After three rounds of stunning and battery, land a Takedown, then repeat the process. If the Dog goes live, run away before it's got its feet back under it, or you'll take heavy damage; if you can't catch it before its timer runs down, you'll have to repeat the earlier process. The more stun ammo you have, the easier this fight's going to be.



Chapter 6: Village Approach Walkthrough

Use the branches nearby to reach the far side of the bridge. Before you lower it, run up the raised bridge to the vine and climb it to find a hidden Mask.

Drop down and repeat the process to get to the lever. Lower the bridge and follow Trip to the next "puzzle," which really solves itself for you. Cross the first bridge, then ask Trip to raise them both and cross again. Use the top switch to lower both bridges, then command Trip to cross and hit the switch again. Once she's with you, use the switch once more and cross.



Toss Trip up to the overhead ledge so she can lower the next bridge. After the ensuing hilarity, climb back up and follow her. Use the nearest switch to lower the bridge so you can cross, then do so and use the switch on the other side. Ask Trip to use her switch to create a path to the overhead cliff, then cross and use the switch to create a bridge that'll get you to the other side. Repeat the process with Trip. The trick to this puzzle is that a lot of people seem to assume there's some magical switch position that'll let Trip go straight from the starting point to the goal, but there isn't; instead, you simply have to move her through the bridges the way you moved Monkey.



Note

This is your last opportunity for a while to use the Trip Store, so spend any Tech Orbs you've got now. You won't be able to get any more upgrades for about a level and a half.

Follow Trip to the watchtower. After she runs off, grab the ammunition and dispose of the mechs that come charging in. Both of them have shields, so the easiest way to get rid of them is with a charge attack.

The rest of this stage is a fight scene, with waves of mechs coming at you. Many waves have a malfunctioning mech in them somewhere, so target them first to help dispose of the rest. Make sure to stock up on the ammunition scattered throughout the trail.



At one point, you need to lift a steel gate to progress. Do so, then scale the cliff to reach a plateau, where you'll fight back an ambush from four mechs. This can be a difficult fight, but the Electro Mech is malfunctioning and sets off an EMP when you hit it with a Takedown. Target it first to simplify matters, then hop down from this plateau to find a very well-hidden Mask.

Hop down from that ledge and go back through the gate. Climb the watchtower to its top to end this chapter.

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Chapter 7: Finding Trip Walkthrough

Hop down from your perch and follow the path around the corner. You can climb a pole by the side of the road to reach some Tech Orbs and a Mask.

Climb up the beam by the water wheel, then take cover behind the steel plate. You should have plenty of plasma and stun ammunition left over from the last chapter, and you're going to need it. Use a stun/plasma combo to take out the shielded mech, then nuke the Broadcaster in the courtyard before it can summon reinforcements.

Grab the Tech Orbs and stun ammo from the balconies across the yard, then drop down to street level. There's a pipe near the storefront that you can use to get onto its roof, where you'll find plasma ammo. Use it to take out the two gun mechs that suddenly appear, then use the posts in the wall to cross over to the next ledge.



In the next area, drop down and grab the stun ammo, then hide behind the wall until both mechs turn their backs. You're probably at or near the cap on stun ammo anyway by now, so use it to paralyze both mechs before taking them out hand-to-hand. Go through the doorway against the back edge of the platform and jump onto the broken beams, then climb the vine to continue onward.

Four mechs patrol the next part of town. Use plasma shots to take out the two gunners, then jump to the rooftop to your left and grab the ammunition there. The Electro Mech below you can and probably should be shot to death, allowing you to dismantle the remaining robot with relative ease. When you try to open the indicated door, it turns out to be jammed; to open it, use the drainage pipe at ground level to climb up to the rooftops, where you'll find some plasma ammo sitting in exactly the right place to shoot the obstruction. Funny how that works. Onward.



Use the branches to climb around the side of the mountain, then vault back up onto solid ground and take out a few mechs. Use the climbable post to the side of the gate to climb up and over it, and into the village marketplace.

This next part of the game is a shooting gallery. There's a lot of plasma ammo lying around, which works out well since most of the mechs in this area are likely to try to shoot you. The ground troops, including a Broadcaster, will rush at you the moment you take out one of the snipers. If you want to save time and you have the spare plasma, just blast them before they reach you; there's a ton of stun ammo just lying around in the square, so you may as well use it up. (The Plasma Penetration upgrade is very useful here.)

Lift the gate to leave the marketplace, then destroy two mechs and kick open the indicated doors. You've reached the boy-I-bet-there's-a-boss-fight-coming-up town square, which is riddled with ammo, Tech Orbs, and hard cover. Scoop up as much of the ammo as you can without getting shot dead, then use stun/plasma combos to return fire.



Destroying all the gunners will release a new enemy into the square. This is a brawler bot, which punches instead of slashing, and it's much faster than the other mechs. Your best bet is to hit it with a stun charge before it can get close, then finish it off. Dispose of it, and of two more waves of melee-focused mechs.

When the last wave's gone, do a final sweep through the square to pick up any Orbs or ammo you missed, then go through the indicated gate to find Trip and end the chapter.

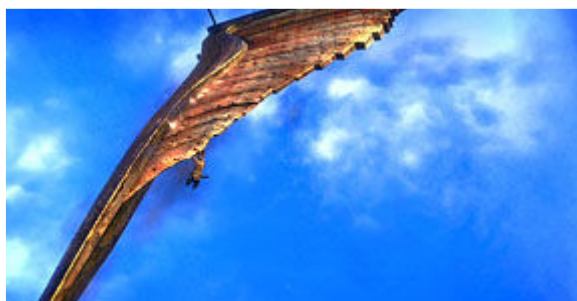
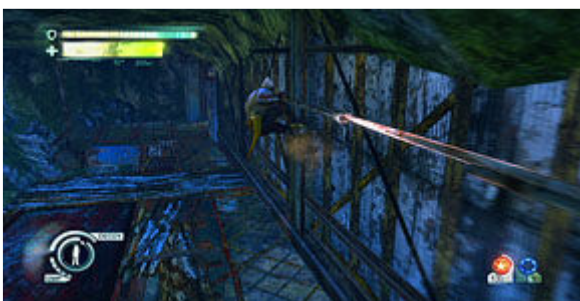
Chapter 8: Gaining Access Walkthrough

Before you follow Trip through the door she's heading towards, turn left to find a new passageway that leads to some Tech Orbs and a Mask.

With those in hand, return to where she is and follow along. Drop down to the level below the electric gate, then climb around the outside edge of the building to reach the lever you need. With Trip in tow, climb up the ladder and toss her to the overhead platform.



Climb around the outside of the building again to come up on the other side of the gate with Trip. Your next goal is to extend the vanes on the windmill. The first one's easy; just climb up to the windmill, then up to the tip of the vane and pull it down with you. You'll end up back on the windmill's roof.



To activate the second vane, climb back down the windmill, being careful of the gears, and run onto the white tower using the beam. Get Trip to stop the windmill with the control menu, then jump onto the post on the vane and ride it back around until it's about to get completely vertical. Stop it at that point, then push A/X to pull the vane down. Repeat this twice more, being careful to avoid being ground into mucilage by the increasingly fast gears on the way back down the windmill.



With all three vanes extended, return to the gate and duke it out with the mechs. If you've got plenty of plasma ammo left, there's no reason not to just blow the crap out of them, but save a few shots for an upcoming fight.

When you return to the town square, you'll have to face a second Dog. Since you've probably still got tons of stun ammo left over, there's no reason not to stunlock it to death. Zap it, beat it with the staff until it recovers, then zap it again and continue the pummeling. Repeat until you have to use a Takedown, then repeat the process.



«	Chapter 6	Chapter 7	Chapter 8	Chapter 9	Chapter 10	»
	Walkthrough	Tech Orbs Locations	Masks Locations			

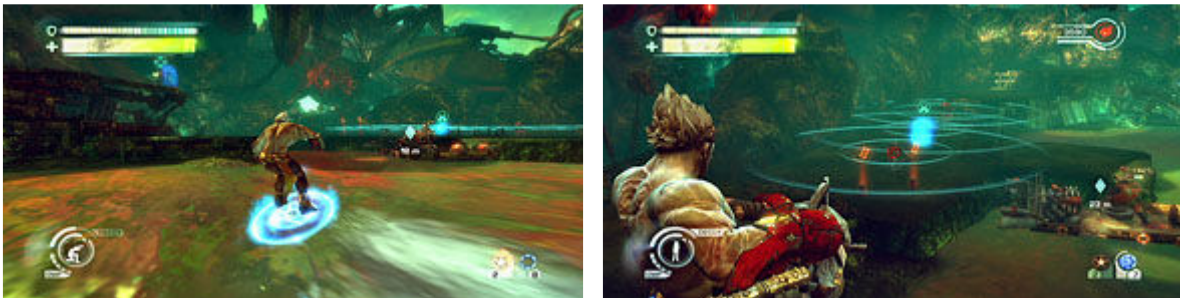
Chapter 9: The Wasteland Walkthrough

Turn left at the start of the stage to find a Mask, then follow Trip. Fire a couple of stun blasts across to remove the mechs' shields, then use the Cloud to get across the water and take them out.



To clear the way for Trip, go exploring with the Cloud. There are a lot of Tech Orbs scattered throughout the area, so pick up as many of them as you can find before backtracking to the switch Trip wants you to pull. Follow her and lift the gate to progress.

You have to blast the hubcaps off an old hunk of machinery to get further into the Wasteland, but a distant shielded mech is making that difficult. Use Decoy to draw its fire, then drop down to the right to activate the Cloud. Quickly surf over to the left, so there's a giant hunk of compressed metal between you and the mech, and wait for the Decoy to recharge. Pop it again, then jump up the nearby steps on the Cloud and use a Takedown to rip off the mech's gun arm. This makes dismantling the nearby "sleeping" robots a cinch.



Do a sweep of the area for ammo and Orbs, then blast the hubcaps off the machinery to clear a path for Trip. Toss her across the gap, help her up before she falls, and head to the boat.

The next part of the game is a turret level. You know the type; while your NPC buddy drives, you man the turret and take out waves of enemies. The mechs can often blend in with the scenery, but you can use their laser sights or muzzle flashes to find them.



You'll take a lot of incidental, unpreventable hits along the way (although the boat seems to either be invincible or very durable if you're playing on Easy), just from mechs showing up while you're pointing in the other direction. Practice makes perfect, but if you do happen to die, your boat's shields will be back at full when you appear at the last checkpoint. You can sort of fail your way through this part of the game.

Pull the lever to open the gate. The organic scanner, as you might expect, does not quite work like it's supposed to. When you get out of the boat, activate the Cloud and backtrack through the scanner. There are a few mechs on the other side of an archway to the scanner's right, near a ramp that leads up to near the turrets. Use that ramp to safely approach the first turret and tear its "head" off. If you need the distraction, you can still use Decoy, but it's not quite necessary.

From here, things get slightly more difficult. Activate the Cloud and drop down into the water, carefully navigating past the mines. There's another ramp that leads up to the second turret's platform, but you have to get a good head of steam going and make a couple of high-speed jumps to reach it. You don't need either accelerator pad to reach the turret, but they'll get you there faster and earn you some spare Orbs along the way. However you choose to get there, wrench off the second turret's head before you head back to the boat.



Pick up the Mask, then jump across the water to clear the debris. This occasions a chase sequence, which is down to practice and timing. Just hit every accelerator pad to catch up to the Dog and take it down.

Chapter 10: The Titan Factory Walkthrough

Head over to the tower with Piggysy in tow. His "race" is, of course, rigged; you're much faster than he is, but he takes huge shortcuts with his grappling hook. The only real key to winning the race, which gives you the You Swine achievement, is repetition and practice. If you take too long to make a jump or spend more than a couple of seconds running against corners or walls, you'll lose. Fortunately, losing has no real penalty besides losing out on You Swine.



With Piggysy, go back down the tower and head over to the gate. Open it, then turn the valve to send Trip up. Use the chunk of rebar on the wall nearby to climb up next to her, then throw her across and turn the second valve. When the demolition mech hits the ground, put a plasma round into its face to torque it off, then taunt to get it to charge into the valve's column. Take it down to finish it off, then destroy the two smaller mechs that jumped in after it.



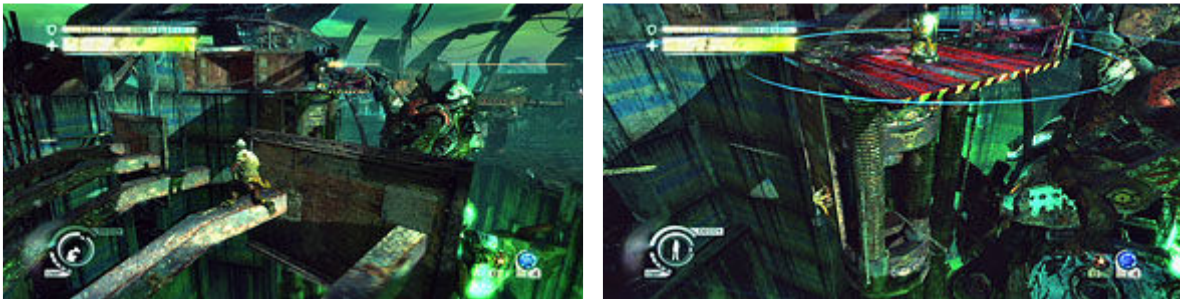
Climb up Trip's pipe to meet back up with her, then follow the catwalk around to get the supercharger. Retrace your steps back to the first valve, then blast Piggysy's explosive charge to drop the drawbridge.

Open the gate, then throw Trip up to the control console. Use the poles and handholds to get down into the waste ditch, then navigate through the moving gears. Shoot Piggysy's bomb to clear the way for Trip, then use

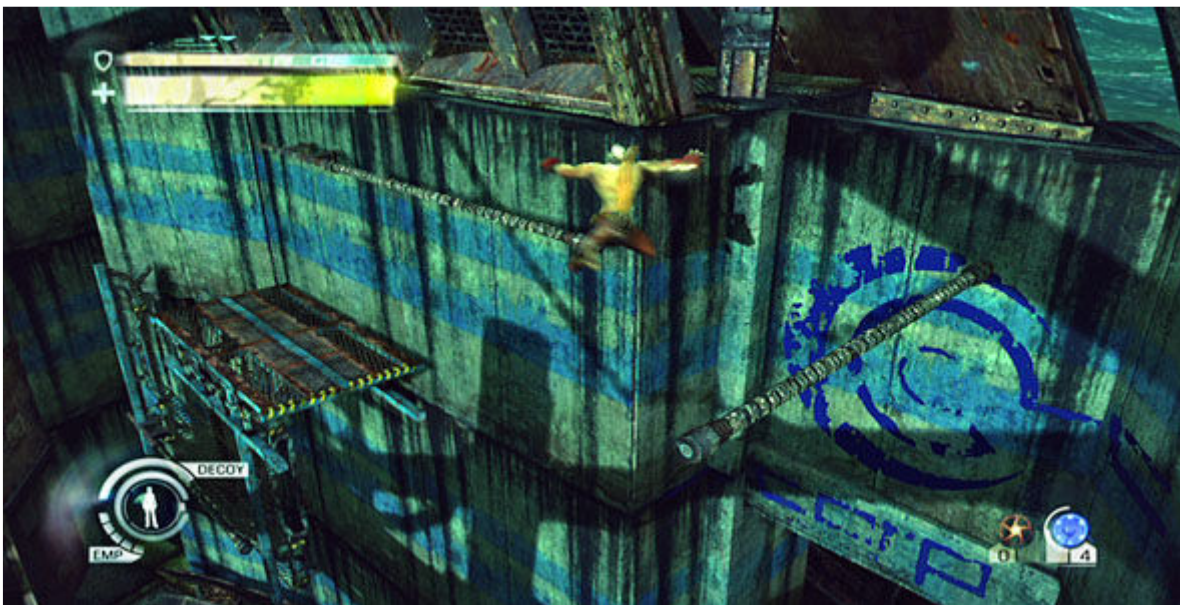
the rotating hydraulics to reach the catwalk. There's a handhold on the wall nearby that lets you reach a hidden stash of Orbs, and you can go to the other end of the catwalk from here to find the Mask you saw earlier.



The next gate leads back outside, to the factory's scrapyard. Dismantle the mechs, then wait for Trip and throw her up to the ledge. After the ensuing cutscene, there's a really blatantly obvious beam right next to you. Use it to reach the side of the platform, then scale it. Use Decoy to draw fire as you run further down the bridge, until you can reach the support struts holding up the two old billboards. That should give you all the cover you need to reach and disable the turret. As a reward, there's a Mask in an alcove right behind it.



Tell Trip to turn the walkway and she'll join you. Move to the indicated switch and turn it to send her on her way, then use the pipes along the wall to reach and flip the second switch. She winds up in limbo for the moment while you find your way over there.



Turn your switch again to rotate the walkway, then drop back down to ground level. Go back to the original platform and use the second walkway to reach the pipes Monkey saw in the cutscene, then clamber over towards Trip. She'll get into trouble along the way, but you should be able to reach her long before her EMP wears off. Toss her up to claim the last part you need and end the chapter.

«	Chapter 11	Chapter 12	Chapter 13	Chapter 14
	Walkthrough	Tech Orbs Locations	Masks Locations	

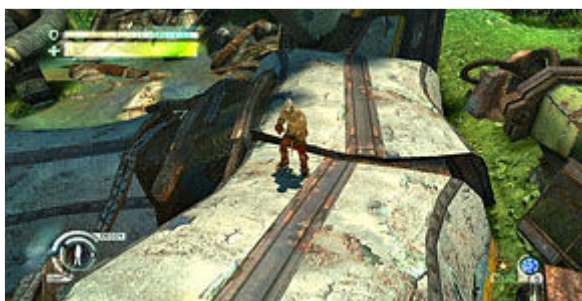
Chapter 11: The Old Battlefield Walkthrough

Ignore Piggysy and move from cover to cover, grabbing ammo along the way. You'll need to fight two waves of mechs, all of which have guns and most of which are shielded. Use the one-two stun-plasma combination to take them out, and be careful that you don't get flanked from above.



There's a lot more ammunition than you need, as well as some Tech Orbs and a Mask, scattered around the debris on the left. Be sure to thoroughly loot this area before you move forward. You're likely to have a lot more plasma than you need, for pretty much the first time ever, but that should tip you off that something's coming up.

After Piggysy lets you out of the darkened room, follow Trip across the roof of the old train. Keep an eye on the ground, and turn right on the white train car's roof to find a hidden area with a Mask.



Climb back down and follow Trip. There's a bunch of mechs up ahead that are both "asleep" and in a relatively close group, which makes this a good opportunity to earn the Out Cold achievement. Just fire a stun blast at the one in the middle and let the points roll in. Mop up the survivors, then run ahead.

Now it's time to fight the Rhino. It's kind of cute, really, except for the part where it tries to crush you.



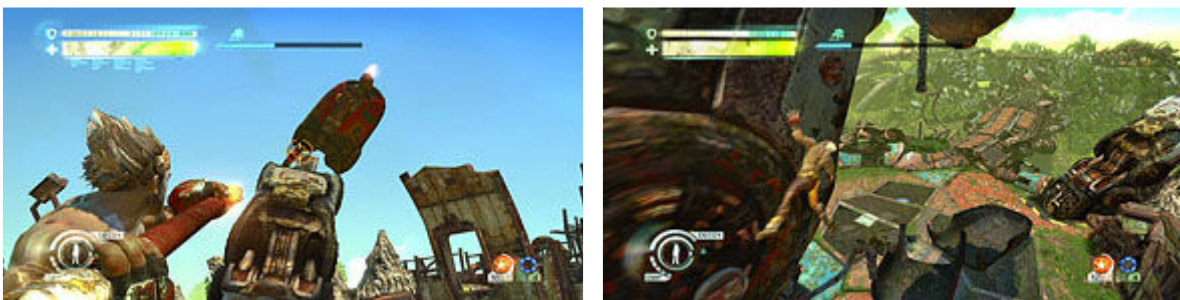
Just stay alive for the first few seconds, until Piggsy decides to start helping you out. Blast the bombs he throws into the arena when the Rhino's somewhere nearby. This knocks it off its feet, so stay on your toes, as it'll usually start rolling in almost the same direction it was already headed.



The trick to this fight, which is easy to miss, is that the Cloud gets activated the moment you drop down into the arena. This utterly trivializes the parts of the fight that depend upon dodging the Rhino, although you need to manually switch the Cloud off before you can shoot Piggsy's bombs.

After you land three bombs on the Rhino, the game changes. Dodge the Rhino's next lunge, then go stand in front of the burner to bait its next charge. This knocks some more health off of it, and you can shoot a second burner down with a couple more plasma shots. This one's easier to get the Rhino to charge into, since you can take cover behind it.

The third burner's harder to get to. Blast Piggsy's bomb to give yourself a handhold, then quickly scale the robot's finger to deliver the final blow to the Rhino.



This leads directly into the final chase sequence in the game, which isn't anywhere near as forgiving. You need

to memorize the path you need to take - veer right at first, watch for the gaps, and hit every accelerator pad along the way - because missing a jump or a pad is a guaranteed mission failure.

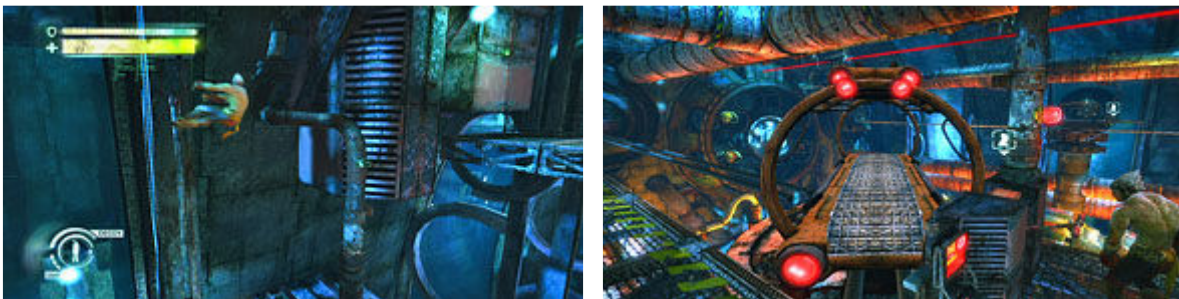


«	Chapter 11	Chapter 12	Chapter 13	Chapter 14
	Walkthrough	Tech Orbs Locations	Masks Locations	

Chapter 12: The Dam Walkthrough

Follow Pigsy and let him lower you down to the catwalk. Wait for him to screw up, then tell Trip to drive forward, as instructed. That brings one of the cars in range, allowing you to reach it by climbing up a pipe near the end of the catwalk. It's not easy to find, but on the other hand, there's really only one place you can go right now.

Get up to the tram stop and pull the lever. Have Trip throw the tram system into reverse to bring a car over to where you can jump on it, then reverse the tram to reach the distant cache of Orbs and a Mask. Backtrack to the tram stop, then push the lever to spin the tram car 180 degrees. Throw the system into forward gear and ride the car along the track until you can jump to the second car.

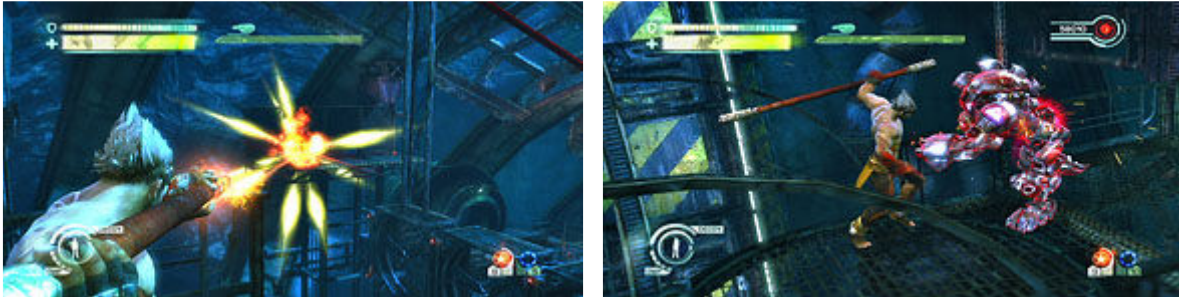


Reverse the tram and ride it over to the second lever, and throw it to realign the tram system. Get back on the tram and have Trip send it forward, which lets you reach a pipe on the wall. Climb up to the catwalk and follow it around to reach the opposite lever, then throw it and put the tram into forward gear.

Once Trip and Piggsy are on the sub, head back towards the start of the level and stand back until the doors

blow open. Use the pipe on the edge of the doorway to get down to ground level, then follow the sub. Two mechs start shooting the moment you're through the door, so take them out with the old stun/plasma combo, then cross the bridge and use the console.

Raising the bridge also raises a couple of pipes nearby, which allows you to reach the level below you. Dispatch the mechs quickly, but make time between waves to blast the fan before it minces Piggys... as pleasant as the idea may actually be. Take out the second bank of fans, then fight your way through several waves of mechs on your way to the second bridge console. Activate it to raise the second bridge and clear the sub's path to the docking gate.

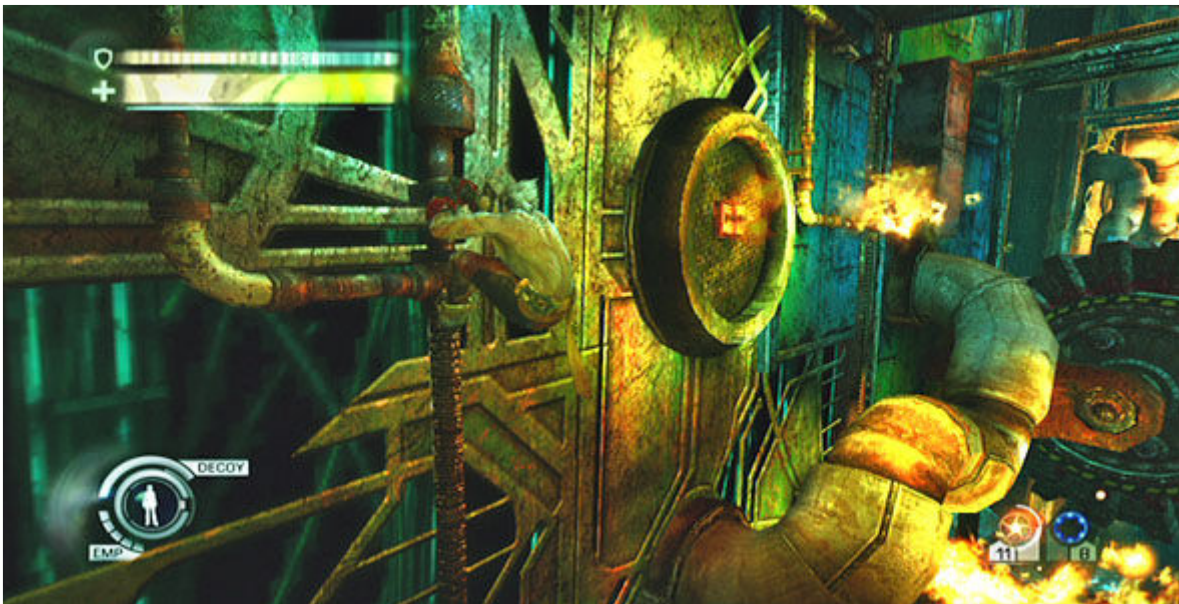


Once you're through, head down the walkway and trash every mech you see, en route to helping Piggys back into the sub. A second Mask is in a room near your final objective, so do a quick search of the area before you help Piggys out.

«	Chapter 11	Chapter 12	Chapter 13	Chapter 14
	Walkthrough	Tech Orbs Locations	Masks Locations	

Chapter 13: Grand Theft Walkthrough

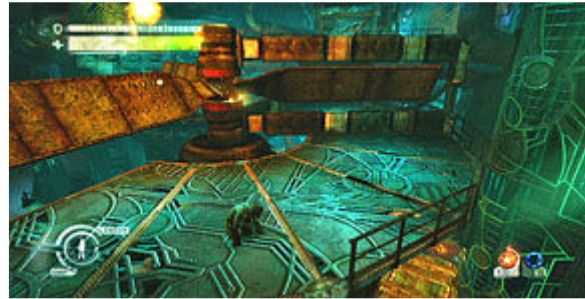
From Trip's terminal, follow Piggys by jumping across the gap while the gear's retracted. Most of this stage is the same kind of platforming you've seen before now, but with the additional complications of flame jets and asymmetric gears. The flame jets simply do damage, and you can take the hit for a couple of seconds on Easy or Normal if you've got some health upgrades. Getting hit by the cogs, on the other hand, is instant death.



This is a good time to invest in the health regeneration upgrade, by the way.

At the end of the line, wait for Trip to turn off the burners, then bounce off the poles to get up to Piggsy. Pick up the plasma canister and blast Piggsy's bombs to remove the mesh, allowing you to jump past the cog. Do so and follow the dragonfly to the first restraining clamp. Blast Piggsy's bombs to free the Leviathan's first leg. Afterwards, use the chunk of rebar on the wall near the cog to reach a hidden area with another Mask.

Follow Piggsy and the Dragonfly to the next area, and jump on top of the running turbine. Run with the fan blade to find a hidden area with a Mask; run against it to progress. Grab the ammo and shoot the bombs to blow off the mesh cover, then jump across while the cog is retracted. Run through another fan blade and follow the Dragonfly, then blast Piggsy's bombs to free the second coupling.



Follow Piggsy yet again, and when Trip turns off the burner, jump onto the pipe. You need to time the next sequence so you're not using the poles on the wall while the flame vents are active. Drop down to the floor, but before you get on the lift with Piggsy, run along the fan covers atop either turbine to collect two caches of Tech Orbs.



Go with Trip and Piggsy down the lift, through the power core, and into the rear of the Leviathan. Climb up the pipe on the wall near Trip's terminal, then go around to the end of the balcony until Piggsy throws a bomb. Blast it to progress. From here, it's another master class in avoiding flame jets. For the first set, wait until right before the first jet's final blast peters out, then jump to the pole it's covering and wait for a moment until you have a clear shot at the next pole. You may eat another flame blast, but hitting the cog is instant death; given the choice, you're better off taking a little fire damage.

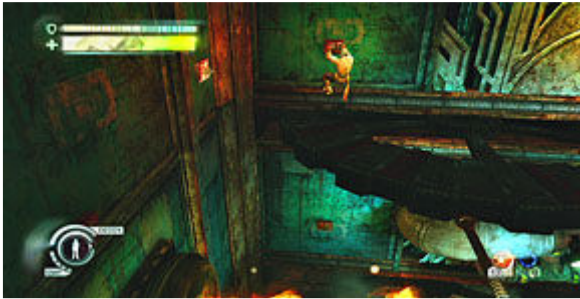
The handholds on the level above you aren't as difficult. As before, wait out the final flame jet, then leap to the pole once the cog's retracted.

The next bit almost looks like a trap. You have to jump to a pair of handholds on a giant hydraulic strut, and the housing will occasionally slam down with impressive force. It may initially appear to be triggered by you

grabbing the handhold, but it's actually just on a very long timer. Wait it out if you have to, then get back off the strut as quickly as possible. Leap up to the next level, past a few more flame jets, then bounce from the highest point on the strut to the wall in one continuous series of jumps.

Drop down to the handhold below you once the cog retracts, then make a few more easy jumps. At the end of the line, you'll find a health pack, the Dragonfly, and some Tech Orbs, as well as a warm feeling of accomplishment for getting past one of the trickiest platforming sequences in the game.

Follow the Dragonfly back to Piggysy and blast off the third coupling, then the fourth. From here, it's a short jog back to the power core. Use the handholds near the shut gate to reach the top level, where you'll fight a series of mechs as Trip activates the power conduits. Keep the conduits safe for long enough and you'll clear the stage.



«	Chapter 11	Chapter 12	Chapter 13	Chapter 14	
	Walkthrough	Tech Orbs Locations	Masks Locations		

Chapter 14: Pyramid Walkthrough

You will lose access to the Trip Store once you get far enough away from the gate to pick up that can of plasma ammo. Act accordingly.

Blast the Leeches off the Leviathan, then take out the two mech that land on the catwalk with you. Once Piggysy mentions charging up the main cannon, use the rebar on the wall nearby to climb up onto the Leviathan's exterior. Navigate through a few more flame jets and grab the plasma ammo, the better to shoot a couple more Leeches. Take them down and keep climbing up the outside until Piggysy fires the main cannon.

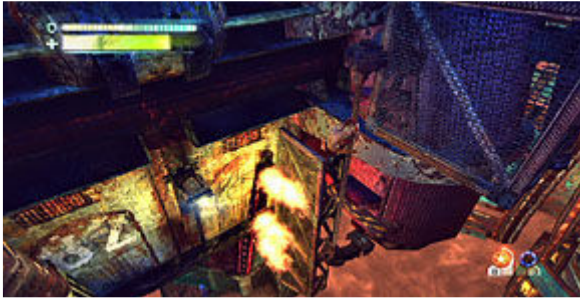
The stage from here is somewhat simple: platform across the outside of the Leviathan, picking up ammo and Orbs as you go, until you run into a squad of mechs. Destroy them, and shoot any Leeches that fasten onto the hull. Repeat.



After the second time Piggysy fires the cannon, you should be coming back outside onto a balcony, where three mechs are coming to meet you. Take them out and turn around; there's a hidden alcove next to the door you just came through with the final Mask in the game on it. Grab that for your achievement.

Continue your destructive progress across the outside of the Leviathan, right up until a giant robot scorpion fastens onto the hull. By the time it does that, you'll be on top of the Leviathan fighting a couple of waves of mechs, so finish them off first.

Trip points out a valve to you shortly thereafter. Turn the valve, then put a plasma blast into the indicated location to flamebroil the scorpion. Afterward, use the hydraulics to reach that distant platform Monkey was looking at in the cutscene, then put three plasma blasts into the indicated weak spots on the scorpion's claw. The moment you can once again take control of Monkey, get the hell back to the main platform by jumping down and across the hydraulics, or the scorpion will laser your head off.



Take out some mechs, then double back and open the other valve when Trip asks you to. Ignite the fuel, then go up the hydraulics on the opposite side of the Leviathan and blast the scorpion's other claw. Once again, get the hell out of there the moment you're able to, before the Leviathan cuts the hydraulics out from under you.



If you're running low on plasma by now, a can of ammo will respawn on the main deck every time you hit zero. Destroy the mechs that come along this time, then shoot the indicated weak points on the scorpion to cripple it. Use the handholds and poles indicated in the cutscene to get a vantage point on the weak spot on the scorpion's back half, then return to the top deck. Grab more ammo if need be, then blast the three weak spots on the scorpion's tail; be careful, though, as a big robot shows up to complicate matters.



With the tail damaged, run across the platform to the labeled area and perform a Takedown.

It's worth mentioning that while this sounds very straightforward, it isn't. The scorpion is doing considerable damage to the Leviathan, so this section has an informal time limit. The targets on the scorpion are also a little harder to hit than they should be, since the scorpion is moving slightly. On Normal difficulty and higher, you must move fast to complete this level, and you cannot make too many mistakes or miss too many shots.

At that point, when you've managed to wrestle a six-story scorpion into submission, you have done all you can do. Watch the Epilogue to receive your final trophy/achievement for Enslaved.

Enslaved Tech Orbs Locations

☰	Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5	»
	Walkthrough	Tech Orbs Locations	Masks Locations			

This is a little bit like having to find and collect every coin in Super Mario Brothers, but it's not quite as bad as it sounds. Monkey's Tech Orb collection persists through every game of Enslaved played on that profile or gamertag, even if you opt to start a new journey at the title screen. Any Orbs that you've yet to collect will be notable by virtue of their presence. Orbs you collect right before dying will respawn; Orbs you collect right before restarting from a checkpoint will not.

As a general rule, Enslaved sticks a cache of Orbs anywhere that they'd fit. They're hidden around corners, in shadowy alcoves, atop distant ledges, and scattered around the arena during boss fights. It's particularly fond of putting Orbs in places that are easy to reach, but where you won't see them until later in the stage when you cannot backtrack for them. Many of the Masks also have a few Orbs nearby, so you'll make a lot of progress towards Tech Curator while you're working on Mask Curator.

Orbs are easy enough to come by that you can comfortably expect to get between 70% and 90% of them in a given level without particularly trying, as long as you do a little exploration along the way. This list discusses some of the harder-to-find Orb caches throughout the game.



[Chapter 1: The Escape](#) »


[Chapter 2: The Old City](#) »

[Chapter 3: The Metal Tower](#) »




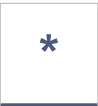
[Chapter 4: Wherefore Art Thou?](#) »

[Chapter 5: The Crash Site](#) »

Chapter 6: Village Approach	»
Chapter 7: Finding Trip	»
Chapter 8: Gaining Access	»
Chapter 9: The Wasteland	»
Chapter 10: The Titan Factory	»
Chapter 11: The Old Battlefield	»
Chapter 12: The Dam	»
Chapter 13: Grand Theft	»
Chapter 14: Pyramid	»

	Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5	»
	Walkthrough	Tech Orbs Locations	Masks Locations			

Chapter 2: The Old City Tech Orb Locations

- Underneath the bridge you crossed to get to the first chaingun-wielding mech. 
- On the first floor of the building where you first learn to use Decoy. 
- While you're chasing the dragonfly, look for a cache of Orbs in a building to the right of the tree, right after Monkey threatens to kill the dragonfly. 
- In the first minefield, behind you after you drop down off the ledge halfway through. There's another bunch of Orbs behind a dumpster nearby, requiring you to carefully creep between two mines' area of effect. 



As you're evading the turret's gunfire near the end of the stage, don't immediately jump to the traffic sign. Instead, look around underneath it for a hidden Orb.

*



Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5



Walkthrough

Tech Orbs Locations

Masks Locations

Chapter 3: The Metal Tower Tech Orb Locations

There are dozens of Orbs hidden inside the stores at the start of the level.

*

After Trip opens the first security door, turn right past it and look for a small alcove.

*

Chapter 4: Wherefore Art Thou? Tech Orb Locations

The shootout in the hotel usually keeps an unprepared player from picking up all the Orbs inside. There are quite a few, but if you have at least three stun and plasma rounds, you can dispose of the mechs from a safe distance before cleaning the area out.

*

As you're climbing down to save Trip from the Dog, the building Monkey falls into was apparently some kind of Tech Orb warehouse. There are thousands of Orbs hidden everywhere.

*

You'll probably need to take a couple of trips through the level to grab the Tech Orbs immediately before and during the chase sequence with the Dog.

*

There's a cluster of Orbs backstage at the theater. They're hidden by a fallen beam, so you can't see them from ground level. They're quite visible if you're standing on one of the backdrops, though, which means if you can see the Orbs, it's too late to get them.

*

While you're screwing around with the scaffolding, there's a cache of Orbs that's only accessible when all three scaffolds are down. This requires a little experimentation, but you have all the time in the world.

*

Chapter 5: The Crash Site Tech Orb Locations

There are quite a few orbs scattered around the islands on the river. After you drop the second makeshift bridge for Trip, make a last run around the river and grab as many as you can find. None are exactly hidden; they're just small objects strewn throughout a large area.

*

When you're on the opposite side of the bridge from Trip, you can see a few Tech Orbs lying around her side. You can double back once the turret's been disabled and grab them.

*

Past the bit with the split bridge ("The crash site! We're almost there!"), you can just barely see some Orbs inside a shipping container during the cutscene where Trip scans the bridge. You can enter the container via an opening by the entrance to this area.

*

There are a bunch of Orbs just outside the camera's typical viewpoint as you're running alongside the car. Stay in the foreground, and don't be afraid to make a couple of trips. With most of the shield and health upgrades, you can actually soak most of the turrets' damage while focusing on Orb collection, but don't stay in the open for long.

*

«

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Chapter 6: Village Approach Tech Orb Locations

This is a pretty short chapter, but there are a lot of little corners here and there. This may be the easiest chapter to get 100% of the Orbs on, just because it's so linear.

*

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Chapter 7: Finding Trip Tech Orb Locations

After you go through the town square, be sure to turn around and go through it backwards. There are a few Tech Orbs here and there that you won't see on your first trip through, either because you're distracted by machine gunners or because they're carefully hidden behind the scenery.

*

There are a ton of Tech Orbs in the town square, and I could swear that more spawn as you get into the later waves of mechs at the end of the chapter.

*

Chapter 8: Gaining Access Tech Orb Locations

Be sure to make a few extra circuits at the base of the windmill.



Chapter 9: The Wasteland Tech Orb Locations

There's a minefield at the base of the ramp you use to reach the two turrets. At first glance, it almost looks like you're supposed to make some really ridiculous Cloud jumps to circumvent the mines and get the stash of Orbs down there, but you can actually ditch the Cloud and manually jump from debris to debris.



As you approach the second turret, there's an accelerator pad you can use to leap to a platform that has a second accelerator pad. You don't need to use either to reach the second turret, but there are quite a few Tech Orbs on both platforms that you might otherwise miss.



On your first run through the chase sequence that ends the chapter, don't run straight after the Dog. You have a fairly lenient window in which to catch up to it, since this area is wall-to-wall accelerator pads. Take a leisurely stroll through the area and grab all the Orbs you can, which generally are located as road markers for the most efficient pursuit vector.



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Chapter 10: The Titan Factory Tech Orb Locations

Don't worry about winning the race with Piggy, and instead, just clean up the Tech Orbs scattered around the tower.



In the factory, after you swing through the old hydraulics ("Keep moving! We're almost there!"), there's a handhold on the wall that's easy to miss. Its only reason for being there is to let you reach a secret catwalk with a Vial and some Tech Orbs.



There's a Tech Orb in a spotlight beam near the heat sink, but by the time you get anywhere near it, Trip is being menaced by mechs and you have to hurry. Before you grab the part you need, drop down from the platform and grab the Orb.

**Chapter 11**[Chapter 12](#)[Chapter 13](#)[Chapter 14](#)[Walkthrough](#)**Tech Orbs Locations**[Masks Locations](#)

Chapter 11: The Old Battlefield Tech Orb Locations

As in Chapter 9, the climactic chase sequence has a bunch of Tech Orbs scattered throughout, as a sort of reward for making a perfect run through it.



[Chapter 11](#)**Chapter 12**[Chapter 13](#)[Chapter 14](#)[Walkthrough](#)**Tech Orbs Locations**[Masks Locations](#)

Chapter 12: The Dam Tech Orb Locations

There aren't many "hidden" Orbs in Chapter 12, but a lot of them are just far enough out of the way that you'll be in too big of a hurry to grab them on your first trip.

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Chapter 13: Grand Theft Tech Orb Locations

Most of the Orbs in this stage are fairly easy to find. The trickiest ones are near the third and fourth couplings. Take your time and sweep the area for them, regardless of what Trip is telling you.



There are a few Orbs scattered around the platform at the end of the chapter, and you can only reach all of them once all four power conduits are online. Don't forget to grab them.

[Chapter 11](#)[Chapter 12](#)[Chapter 13](#)**Chapter 14**[Walkthrough](#)**Tech Orbs Locations**[Masks Locations](#)

Chapter 14: Pyramid Tech Orb Locations

You aren't in a hurry until right at the end of the level, so be sure to explore thoroughly. Most of the Orbs are right along the path, but if you're moving quickly you can overlook a lot of them.



Enslaved Masks Locations

☰	Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5	»
			Walkthrough	Tech Orbs Locations	Masks Locations	

You can find several masks in each stage beginning in Chapter 3. The number of masks you've collected in a given level is displayed on the Chapter Select menu after you complete the stage. Unlike Tech Orbs, some of the Masks will respawn between playthroughs, but only the ones that trigger cutscenes or dialogue.



Chapter 1: The Escape

»

Chapter 2: The Old City

»

Chapter 3: The Metal Tower

»

Chapter 4: Wherefore Art Thou?

»

Chapter 5: The Crash Site

»

Chapter 6: Village Approach

»

Chapter 7: Finding Trip

»

Chapter 8: Gaining Access

»

Chapter 9: The Wasteland

»

[Chapter 10: The Titan Factory](#) »

[Chapter 11: The Old Battlefield](#) »

[Chapter 12: The Dam](#) »

[Chapter 13: Grand Theft](#) »

[Chapter 14: Pyramid](#) »

☰ Chapter 1 Chapter 2 **Chapter 3** Chapter 4 Chapter 5 »

[Walkthrough](#) [Tech Orbs Locations](#) [Masks Locations](#)

There are no masks to find in this chapter.

☰ Chapter 1 Chapter 2 **Chapter 3** Chapter 4 Chapter 5 »

[Walkthrough](#) [Tech Orbs Locations](#) [Masks Locations](#)

There are no masks to find in this chapter.

☰ Chapter 1 Chapter 2 **Chapter 3** Chapter 4 Chapter 5 »

[Walkthrough](#) [Tech Orbs Locations](#) [Masks Locations](#)

Chapter 3: The Metal Tower Masks Locations

You find this automatically near the start of the level.

1

This is on a platform above you as you find the drawbridge near the turret. Since a big part of this area falls apart as you travel through it, there's no way to go back for it once the turret's been disabled; you have to go for it on your first trip, and that means opening yourself up to some incidental damage from the turret. This is easier to do with a couple of shield upgrades under your belt.

2

This shows up hanging in a hole in the wall near the end of the level, and is impossible to miss.

3



Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5



Walkthrough

Tech Orbs Locations

Masks Locations

Chapter 4: Wherefore Art Thou? Masks Locations

When you reach the first fire escape at the start of the level, Monkey winds up facing right. If you turn around, there are a couple of tree branches sticking out of the wall that can be used as handholds. They're the opening steps in a simple platforming sequence that takes you to this hidden Mask.

4

This shows up in plain view once you manage to get past the hotel shootout.

5

Once Trip has the power cell, this Mask appears at center stage. Picking it up spurs the appearance of the Dog.

6



[Chapter 1](#)[Chapter 2](#)[Chapter 3](#)[Chapter 4](#)[Chapter 5](#)[Walkthrough](#)[Tech Orbs Locations](#)[Masks Locations](#)

Chapter 5: The Crash Site Masks Locations

7

At the start of the level, activate Monkey's Cloud and go out into the water to your left. The Mask is hidden behind a broken wall on a small island near the tower you're trying to reach, along with some plasma ammo and a Tech Orb. There's a capsized boat pointing straight at the island.

**8**

As you're climbing the tower, look for a big wooden sign with the NO MECHS stencil on it. Use the pipe attached to the sign to reach a couple of hidden platforms.

9

You get this automatically at the end of the level.

Chapter 6: Village Approach Masks Locations

Before you lower the first bridge for Trip, take a look above it. You can barely see this Mask on a distant ledge, which you can only reach by crossing the bridge while it's up.

10

After Trip runs off, fight through the mechs until you have to lift the steel gate. Do so, then climb up to the top of the hill and take out the four-mech ambush there. You can leave this plateau one of three ways: go back the way you came, jump across the gap to move further into the level, or drop down to a hidden ledge to find this Mask.

11

Chapter 7: Finding Trip Masks Locations

There's a pole you can climb along the path at the start of the level. It's easy to miss if it doesn't happen to flash while you're looking at it. Climb it to find some well-hidden Tech Orbs and a Mask.

12



In the town square, there are two bridges that overlook the street. As you approach the first one, look to your left to find an alleyway behind the building.

13

« Chapter 6 Chapter 7 Chapter 8 Chapter 9 Chapter 10 »

Walkthrough

Tech Orbs Locations

Masks Locations

Chapter 8: Gaining Access Masks Locations

As Trip runs to the gate at the start of the chapter, look to her left. One of the gates that was closed before has mysteriously opened, and inside, you'll find a bunch of Tech Orbs and this Mask.

14

While you're riding around on the windmill's vanes, you may notice that they aren't exactly identical. Two of them have poles sticking out at such an angle that you can only leap to them if you're standing on the topmost platform on the red tower. The third has a lower pole on it, which you can leap to from the bottom platform on the red tower. That third vane, if you ride its pole around for a full revolution, will allow you to jump to the top platform on the white tower, where you can probably see the Mask.

15

Chapter 9: The Wasteland Masks Locations

At the beginning of the level, turn left when Trip turns right. This Mask is barely hidden at all.

16

You get this Mask automatically after you clear the barricade near the end of the stage.

17

Chapter 10: The Titan Factory Masks Locations

After you catch up to Piggysy and Trip in the factory (the part Piggysy said was "really cool"), go back the way they came from. You probably saw this Mask a while beforehand, as Trip lowered some posts for you.

18

This is in plain sight behind a turret you must destroy.

19

Chapter 11: The Old Battlefield Masks Locations

Search the debris on the left side of the path at the start of the chapter, right after the big mech shootout.

20

After Piggsy lets you out of the darkened room shortly thereafter, follow Trip across the old train's roof. There's a point where she crosses over the roof of a different, white train car and keeps going. Turn right instead of following her and jump blind across the gap at the end to find a hidden area. Climb up the rebar to find this Mask.

«

[Chapter 11](#)**Chapter 12**[Chapter 13](#)[Chapter 14](#)[Walkthrough](#)[Tech Orbs Locations](#)[Masks Locations](#)

Chapter 12: The Dam Masks Locations

Have Trip reverse the tram car right at the start of the stage, allowing you to ride it into its storage tunnel and claim this Mask.

Right at the end of the stage, do some exploring before you go help Piggsy. You'll find this Mask behind some crates.

«

[Chapter 11](#)[Chapter 12](#)**Chapter 13**[Chapter 14](#)[Walkthrough](#)[Tech Orbs Locations](#)[Masks Locations](#)

Chapter 13: Grand Theft Masks Locations

After you destroy the coupling on the Leviathan's first leg, don't follow Piggsy right away. Climb up the chunk of rebar on the wall nearby, and as you climb, you'll see the Mask behind a short wall nearby. Use the rebar to leap to a ledge to the left, then drop down to the Mask.

Immediately after that, follow Piggsy. You'll have to jump onto the top of a large turbine and run against the fan blade's rotation to progress. Instead, run the other way and drop off the ledge to find a hidden area.

Chapter 14: Pyramid Masks Locations

26

After the second time Piggsy fires the main cannon, you should be on an exterior walkway fighting a bunch of mechs. After the fight, turn around and face the door you just came through. There's a balcony right next to it that has the final Mask at the end.

Enslaved Achievements / Trophies Guide

Enslaved is a relatively simple game to get full completion on. The only tricky Achievements / Trophies in the lot are Orb Collector and Great Sage Equal of Heaven, so this is a pretty good game to pick up if you're looking to punch up your Gamerscore.

As with other games, completing all other achievements on the PS3 version of Enslaved will get you its Platinum trophy.

Main Story Achievements / Trophies		
Free!	10G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Sightseeing	10G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Up on the Roof	10G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Caught a Show on Broadway	10G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		

Escaped New York	10G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
A Bridge Too Far	15G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
There You Are!	15G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Windy Passage	15G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
To Meet a Pig	20G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
What a Pig	20G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Swine Flew	20G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Sub-way	25G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Anchors Away!	25G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		

Smoky Bacon	25G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Freed the Slaves	25G / BRONZE	↓
You receive this Achievement / Trophy for completing the main game.		
Trainee Monkey	25G / BRONZE	↓
Clear the game on Easy difficulty.		
Monkey Magic	50G / SILVER	↓
Clear the game on Normal difficulty.		
Great Sage Equal of Heaven	100G / GOLD	↓
Clear the game on Hard difficulty.		

Mission-Specific Achievements / Trophies

You Swine	15G / BRONZE	↓
Beat Pigsy to the top of the tower at the start of Chapter 10.		
<p>THOMAS SAYS...</p> <p>Pigsy is, of course, cheating. Even on a successful run, you shouldn't expect to beat him to the top by more than a couple of seconds. The key is to shave time off of your run whenever possible, which means you have to learn the route, not make any wrong jumps, and spend as little time as possible rolling fruitlessly against ledges instead of jumping. Once you sit down and start actually trying for this achievement, you should get it fairly easily, but don't be surprised if it takes you a couple of dry runs.</p>		



Bad Doggy

15G / BRONZE ↓

Rescue Trip from the Dog in less than 36 seconds.

THOMAS SAYS...

This requires you to hit every accelerator pad along the road as you're chasing the Dog at the end of Chapter 9. It requires a lot of practice.

Got the Horn

15G / BRONZE ↓

Rescue Trip from the Rhino in Chapter 11 in less than 35 seconds.

THOMAS SAYS...

As with Bad Doggy, the only real key here is repetition. You need to learn the course well enough that you can hit every accelerator pad along the way without missing a jump or getting slowed down by falling debris.

Matador

15G / BRONZE ↓

Defeat the Rhino in Chapter 11 without getting hit by its charge.

THOMAS SAYS...

If you don't happen to notice that you can use the Cloud in the arena, and I didn't on my first run, this becomes nearly impossible. Once you realize that, the main trick is simply keeping track of the Rhino while you're aiming at the various bombs Piggsy throws down. You'll want to only draw a bead on the bombs after the Rhino's gone for an unsuccessful charge, then quickly take your shot while it's slowly turning around.

Combat and Gameplay Achievements / Trophies

If you're having trouble with a few of the "kill X by doing Y" Achievements / Trophies, try playing on a higher difficulty. You'll get a lot more mechs at once that way, which makes Boom! and Role Reversal a lot easier, among others.

Attacks Evasion	15G / BRONZE	↓
Perform 20 Evade Attacks that hit an enemy.		
THOMAS SAYS... This requires a little practice, but once you have it down, it's useful enough that you should get this achievement without trying.		
Boom!	15G / BRONZE	↓
Use the Bomb Takedown to kill 2 enemies.		
THOMAS SAYS... If you don't get this on your own, one of the best places to try for it is in Chapter 7, when Monkey is chasing Trip. There are multiple packs of mechs in close quarters, many of whom have the Bomb malfunction.		
Close Call	15G / BRONZE	↓
Kill a Broadcaster with 1 second left on its clock.		
THOMAS SAYS... The easiest place to get this achievement might be the rooftop in Chapter 3, right before you jump onto the crane. Once you destroy the ordinary mech up here, you can take on a Broadcaster one-on-one and let its clock wind down without having to worry about a bunch of other mechs.		
Counterintuitive	15G / BRONZE	↓
Perform 20 Counter Attacks.		
THOMAS SAYS... This requires you to buy the relevant upgrade, but after that, you should be in good shape.		

Double Punch	15G / BRONZE	↓
Kill 25 shielded enemies with a stun/plasma combo.		
<p>THOMAS SAYS...</p> <p>This is the only way to take out a number of snipers in Chapters 7, 11, 12, and 13, so you should get this fairly naturally over the course of the game. If you still don't have it after clearing the game, replay Chapter 11 from the main menu.</p>		
Got Your Back	15G / BRONZE	↓
Save Trip three times once she's fired off her EMP.		
<p>THOMAS SAYS...</p> <p>This will be one of the first achievements you receive. Trip fires her EMP twice during the story, in Chapters 2 and 10, and you can pretty easily let some mechs reach her during parts of Chapters 2 and 3.</p>		
Headcase	10G / BRONZE	↓
Headshot a Demolition Mech 20 times.		
<p>THOMAS SAYS...</p> <p>There aren't many Demolition Mechs in the game, and you don't actually have to shoot them in the head to defeat them, so you have to work a bit to get this achievement. If you manage to go into Chapter 10 with a decent stock of plasma ammo, which isn't terribly difficult, you can blast the Demolition Mech in the face several times until you run dry, then restart the fight from the last checkpoint.</p>		
Invincible	15G / BRONZE	↓
Clear any chapter except the first one without dying.		
<p>THOMAS SAYS...</p> <p>It's easy to get this on Chapter 2, even on your first run through the game.</p>		
Kebabed	15G / BRONZE	↓
Kill three enemies at once with a Plasma Blast.		

THOMAS SAYS...

You must have purchased the Plasma Penetration upgrade for plasma to be able to penetrate at all.

Lover, Not a Fighter

15G / BRONZE ↓

Sneak past a pack of "sleeping" mechs without activating them.

THOMAS SAYS...

You should get this without incident in Chapter 2.

Mech Murderer

15G / BRONZE ↓

Destroy 200 enemies.

THOMAS SAYS...

On Normal difficulty, an average player will get this during Chapter 9.

Mined the Gap

15G / BRONZE ↓

Knock an enemy back into a mine.

THOMAS SAYS...

This isn't quite as straightforward as it sounds, but you can easily pummel a mech into a minefield during Chapter 2. The trick is watching your own positioning so Monkey doesn't accidentally go into the minefield himself.

Out Cold

15G / BRONZE ↓

Knock three enemies out at once with a Radial Stun Blast.

THOMAS SAYS...

This is a little misleading, since the game doesn't actually tell you what a Radial Stun Blast is. This is the explosion caused after you purchase the Stun Effect upgrade in the Trip Store. I got it by zapping one of the "sleeping" mechs near the beginning of Chapter 11 ("Always ready, Piggysy.").

Over Here!

15G / BRONZE ↓

Distract 20 different enemies.

THOMAS SAYS...

The game never actually tells you that you can do this, but you can yell (RB / R1) to attract "sleeping" mechs towards Monkey. Do so whenever possible to get this achievement.

Role Reversal

15G / BRONZE ↓

Use the Gun Scout Hijack to kill 10 enemies.

THOMAS SAYS...

Like Out Cold, the real trick here is figuring out what the game's talking about. This refers specifically to the rare Takedown where Monkey rips an enemy's gun off and is able to use it himself (opportunities for which are indicated with the crosshairs icon), and not to taking over a turret. Once you know that, the easiest place to grind kills for Role Reversal is in Chapter 9; you can approach the malfunctioning mech near the large droid arm, take it out, then blow away the three mechs on the platform below.



Stunning

15G / BRONZE ↓

Stun 75 different enemies.

THOMAS SAYS...

You can use either stun blasts or your staff's charged stun move to temporarily disable mechs. Ordinarily, you may not use this terribly often, but you should still rack up a number of stuns while you're fighting shielded mechs in the latter half of the game. Finishing off the achievement may require a replay or two.

Untouchable

50G / GOLD ↓

Finish a chapter besides Chapter 1 without taking damage.

THOMAS SAYS...

Only Monkey's actual health bar counts for this achievement. His shields do not. You also do not have to get this achievement as part of a single, continuous run, so you can restart from the last checkpoint if you take a hit.

Personally, I got this on Chapter 10 on Easy difficulty by abusing plasma and stun blasts. On Easy, you fight remarkably few actual enemies, and the only hazards that might cost you health are some easy-to-avoid gears. Just shoot any mechs that come anywhere near you.

Another good place to get Untouchable is in Chapter 8. There's a lot of plasma ammo at the base of the windmill, the only enemies in the chapter all rush you from the other end of a long narrow corridor, and you can stunlock the Dog at the end of the stage. You just have to make sure to avoid taking damage from any of the gears on the windmill.

Upgrade Achievements / Trophies

Beginning in Chapter Two, you can access the "Trip Store" through the command menu and use Tech Orbs to purchase upgrades. This is available at any time that you're A) anywhere near Trip and B) Trip's in her right mind.

You accumulate Tech Orbs at a pretty ridiculous rate, so you should be able to get an upgrade or two every level. They're also permanent; any game you play on that profile or gamertag from that point onward will already have the upgrades in place. The only way to undo them is to begin a new game on a new profile.

Which upgrades you want to pursue first should be determined by how you intend to play the game. If you're an achievement hunter playing on Easy to rack up the points, go after the staff and combat upgrades first. The shield and health upgrades make Monkey harder to kill, which is unnecessary for Easy, nice but not required for Normal, and pretty crucial for Hard.

Check My Weapon!

15G / BRONZE ↓

Purchase all the Staff upgrades.

Fighting Fit

15G / BRONZE ↓

Purchase all the Combat upgrades.

Shielded from Harm

15G / BRONZE ↓

Purchase all the Shield upgrades.

Tough as They Come	15G / BRONZE	↓
Purchase all the Health upgrades.		

Fully Loaded	30G / GOLD	↓
Purchase all the available upgrades. This will require more than one playthrough's worth of Tech Orbs.		

Collectibles Achievements / Trophies

Tech Collector	15G / BRONZE	↓
Collect half of the Orbs in the game.		

Tech Curator	50G / SILVER	↓
Collect all of the Orbs in the game.		

Mask Collector	20G / BRONZE	↓
Collect 13 Masks.		

Mask Curator	50G / SILVER	↓
Collect all 26 Masks.		